

# Gemmera (TTRPG)

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## Witcher TTRPG Homebrew Collection

*"The culture of Gemmeria is often summed up in a single phrase: the law of the strong."* - Peoples of the Empire, vol.1

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## Gemmeria at a Glance

| Region Details  |                                                                                                                                                                                                                                                                                          |
|-----------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Status          | Semi-autonomous Nilfgaardian Province (Formerly an Independent Kingdom).                                                                                                                                                                                                                 |
| Borders         | Ebbing and Maecht via the Im Lebar River (North), Great Sea (West), Tir Tochair Mountains (East), Magne and Etolia via the Black Mountains (South).                                                                                                                                      |
| Demographics    | Sparsely inhabited with a total population of approximately <b>1,000,000</b> . The racial and ethnic breakdown is: <b>60%</b> ethnic Gemmerians, <b>20%</b> Nordlings, <b>10%</b> Nilfgaardians, and <b>10%</b> Non-humans (primarily gnomes, dwarves, Aen Seidhe, and Aen Nílfe elves). |
| Monarchs/Rulers | Governed by an Imperial Governor and a Puppet King. Historically ruled by independent kings (e.g., Astruc Créac'h) and the Sangreal Empire.                                                                                                                                              |

## The Layout & Architecture

## **Geography & The "Double Sea"**

Gemmeria is predominantly a flat land composed of dense northern forests, wide central steppes, and arid rocky hills in the south. Its climate is unique due to the presence of an inland sea—the Sea of Gales (*Môr vid Gwynt*)—which, combined with the Great Sea to the west, creates a macro-oceanic climate. This buffers the region, providing mild temperatures and abundant rainfall year-round.

## **Settlement Structure**

Unlike its northern and southern neighbors, Gemmeria completely lacks grand metropolises. Its capital, Goleunimawr, is closer in size to a large town than a true city. The populace is scattered across small towns and long chains of villages, connected primarily by worn dirt roads and the decaying stone routes laid centuries ago by the ancient Imperium.

## **Economy, Law & Society**

### **The Law of the Strong**

Gemmerian society is shaped by constant historical conflict and is intensely reserved, brutally honest, and unforgiving. Physical strength, mental toughness, and an unbreakable willpower are the ultimate virtues. Pain is despised as a sign of weakness. Justice operates strictly on an "*eye for an eye*" basis. Gemmerians do not practice traditional slavery, but employ "*temporary servitude*" where the weak or conquered are forced to labor until they are deemed "strengthened."

### **Misogyny and Brutality**

Gemmerian culture contains severe, ingrained misogyny. Women are frequently treated as objects subject to male desires, exacerbated in part by a stark physical disparity: ethnic Gemmerian men are often towering (frequently exceeding 2 meters), while women average only 1.40 to 1.55 meters in height. The culture's darkest tradition is known as "*playing in the Gemmerian way*"—a practice of collective sexual assault performed in front of a victim's family to violently strip rivals of their strength and honor. Consequently, many hardened Gemmerian women took to the Sea of Gales, becoming some of the most ferocious and

refined pirates on the continent.

## Surprising Cultural Refinement

Despite their brutal ethos, Gemmerians are not simple barbarians. They hold deep reverence for complex vocal harmonies, expansive historical literature, and intricate sculpture. A historic educational program in the 12th century successfully provided literacy and basic combat training to **70%** of the male population before nationalist policies reduced its effectiveness to 40%. They also harbor a deep respect for nature, traditionally utilizing Nordling druids as advisors to balance their exploitation of the land.

## Economy & Dimeritium

Gemmeria's primary sector relies on root crops (potatoes, ginseng), heavy fishing, and buffalo rearing (for hides and hard cheese). However, its true wealth—and the reason Nilfgaard invaded—lies underground. The province is the continent's premier source of **Dimeritium** (the anti-magic metal). It also produces rare ores like marfilium, green gold, and atheridium.

## Regional Bestiary & Plot Hooks

Gemmeria's Conjunction anomalies heavily feature unique forms of therianthropy and bizarre, highly aggressive localized monsters.

### Native Monsters

- **Therianthropes:** Suscrofathropy (werepigs) and bubalutropy (werebuffalos) are incredibly common.
- **Maugriams:** Descendants of the towering, werewolf-like alchemical monstrosity created by the late court sorceress Eira Frostsinger.
- **The Gwilgy & Henwon:** The Gwilgy is a highly aggressive necrophage hound, while the Henwon is a giant monstrous swine with the strength of three Chorts.
- **Aquatic Terrors:** The Sea of Gales and the coast are plagued by the *Algâu drwg* (a lunar kelpie disguised as seaweed), the *Kattpaluge* (a giant aquatic black cat), and the *Affamkû* (a massive beaver-platypus hybrid that sinks ships).

## Campaign Hooks

- **The Hawk's Legacy:** The School of the Hawk was driven to extinction when bounties were placed on them for their association with Eira Frostsinger. The players find a map leading to Kaer Nytk, the Hawks' abandoned dwarven fortress. They must navigate imperial Mage Hunters and stalking Maugriams to recover lost witcher diagrams and dimeritium stockpiles.
- **Pirates of the Inland Sea:** The Imperial Governor hires the party to deal with a fleet of female pirate guerrillas who are sinking Nilfgaardian dimeritium barges on the Sea of Gales. The party must decide whether to collect the exorbitant imperial bounty or aid the fiercely independent pirates in their rebellion.
- **The Dimeritium Toll:** A local Gemmerian lord invokes the "*eye for an eye*" law after a Nilfgaardian mining overseer kills his brother. He captures the overseer and demands the party stand as impartial arbiters in a trial by combat against a captive Henwon, threatening a regional uprising if the Empire intervenes.

## Notable Locations

- **Goleunimawr:** The provincial capital and former seat of the Gemmerian kings. A large, heavily fortified town that witnessed the brutal Nilfgaardian "*Lightning War*" and the terror of Eira Frostsinger's original Maugrim.
- **The Sea of Gales (*Môr vid Gwynt*):** A massive inland sea splitting the territory, infamous for its fierce pirate queens, macro-oceanic storms, and bizarre aquatic monsters.
- **Kaer Nytk:** "*Fortress of the Rocky Hill.*" An abandoned dwarven forge taken over by dissident Griffin witchers in 1005 to found the School of the Hawk.
- **The Sister Islands (Chain Islands):** A mysterious island chain in the eastern Sea of Gales, rumored to be ruled by a pirate sorceress who curses men into swine.
- **Kharkiv & La Pointe:** Major Gemmerian towns known for their localized academies, blending Nordling and local architecture.

## Items Native to the Region

## Weapons

- **Torrwr:** See Core Rulebook

## Consumables & Spirits

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### Taro (Hit) (Consumable (Spirits))

- **Avail.:** Common (C) locally; Rare (R) in the North
  - **Weight:** 1.0 kg
  - **Base Cost:** 35 crowns
  - **Effect:** A single shot causes immediate, staggering intoxication due to its extreme high-proof nature. The imbiber takes a -2 penalty to Reflex, Dexterity, and Intelligence, alongside a severe -3 penalty to Verbal Combat. Characters must succeed on a DC 15 Endurance check or become nauseated for 1 hour.
  - **Overview:** This lethal, high-proof alcoholic beverage is meticulously brewed from fermented ginseng roots. Local taverns frequently blend it with other fermented root crops to create blindingly strong regional variants.
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### Gemmerian Buffalo Cheese (*Bubalus gemmeriensis*) (Consumable (Food))

- **Avail.:** Everywhere (E)
  - **Weight:** 0.5 kg
  - **Base Cost:** 10 crowns
  - **Effect:** Functions as a compact, hardy trail ration. Due to its extreme hardness and processing, it never spoils on the road and provides double the standard nutritional stamina recovery when consumed during rests.
  - **Overview:** While the native buffalos are far too valuable for labor and dairy to be slaughtered for meat, their milk is used to produce this famously hard, dense cheese. It serves as a vital staple for local riders, brigands, and traveling mercenaries.
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### Gemmerian Export Salt (Trade Good)

- **Avail.:** Common (C)

- **Weight:** 1.0 kg
- **Base Cost:** 12 crowns
- **Overview:** Harvested from sprawling saltworks established along the coast of the Sea of Gales. This exceptionally high-grade salt is vital for the preservation and export of provincial foodstuffs. It is a highly reliable trade asset, prized by merchants as far north as the Hengfors League.

## Mining Materials& Rare Ores

These raw resources can be targeted during wilderness foraging or mining operations within the mountain ranges of Gemmeria.



### Bolonium / Atheridium Durability Vein

- **Avail.:** Rare (R)
- **Location:** Southern rocky hills
- **Forage DC:** 24
- **Weight:** 1.5 kg
- **Cost:** 210 crowns
- **Crafting Application:** Long dismissed by foreign mages and scholars as mere "barbarian fables," this uniquely soft yet astonishingly durable ore can be added to heavy armor diagrams. It reduces the armor's total Encumbrance Value (EV) by 1 point without sacrificing Stopping Power (SP).



### Green Gold

- **Avail.:** Poor (P) / Regional
- **Location:** Deep mountain fault lines
- **Forage DC:** 18
- **Weight:** 1.0 kg
- **Cost:** 95 crowns
- **Overview:** Frequently confused with standard electrum by foreign merchants, this precious metal is easily distinguished by its mesmerizing, deep green-black hue. Highly favored by local sculptors and goldsmiths for ornate noble commissions.



### Marfilium Ore

- **Avail.:** Rare (R)
- **Location:** Tir Tochair Mountains
- **Forage DC:** 22
- **Weight:** 2.0 kg
- **Cost:** 180 crowns
- **Crafting Application:** Can be utilized in Master-grade blacksmithing diagrams. Weapons forged with a Marfilium component permanently increase their Reliability by +5 due to the metal's legendary natural hardness.



**Raw Dimeritium Seam**

- **Avail.:** Rare (R)
- **Location:** Rocky southern regions & underground mines
- **Forage DC:** 20
- **Weight:** 1.0 kg
- **Cost:** 240 crowns (Base ingot value)
- **Overview:** The absolute primary driver for the brutal Imperial invasion of 1226. Emperor Fergus var Emreis prioritized securing these rich seams to fuel the construction of specialized gear for the newly formed Imperial Mage Hunters.

**Provincial Currency & Trade Value**

**The Laiska ("Leaf")**

| Composition                                                        | Historical Value                                      | Post-Conquest Utility                                   |
|--------------------------------------------------------------------|-------------------------------------------------------|---------------------------------------------------------|
| <b>Electrum</b> (Historical) / <b>Silver &amp; Copper</b> (Modern) | Non-standardized; highly variable divisible currency. | Recast into small change for daily market transactions. |

- **Mechanical Design:** Inspired by the sharp shape of pine needles, the original coin featured a long, straight central spine with multiple smaller protrusions branching from its sides.
- **Divisible Transaction Rule:** In roleplaying scenarios utilizing traditional local trade, players do not exchange flat coin counts. Instead, individual side



protrusions are physical broken off to pay for modest services (food, ale, basic lodging), while the solid central stem is preserved strictly for high-cost, luxury transactions.

## Relics that can be found in the Region

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**Maugrim (Silver Long Sword)**

See Core Rulebook.

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